



2024 BYLAWS

Revision Date 05/06/2024

** This document represents the official rules for the 2024 Tri County Teener baseball season. It supersedes all prior issued documents & any verbal correspondence regarding the operating rules for this league.

Scope

The Tri County Teener League provides an opportunity for teenagers 12-19 to play baseball in an environment that is fun, instructional, & competitive. The league typically attracts youth who are still interested in playing baseball after Little League but are not in highly competitive environments such as High School or American Legion ball.

Charter

The Tri County Teener league will provide a safe environment for all interested teenagers (players) to play. The league and its coaches will provide instruction & ample playing time to improve the abilities of all players involved.

Values

- 1) Our players shall be provided with a safe environment.
- 2) All players shall have an equal opportunity to play in every ball game.
- 3) Our coaches, players, & fans shall respect each other, the umpires, & opposing coaches. Sportsmanship will be placed above individual rewards & W/L records.

Bylaw 1

Insurance:

Teams entered are responsible for carrying their own insurance & shall present evidence of such. Each team shall have a minimum of \$1 Million in Liability & \$100,000 for Medical. *Each team shall list in their Insurance Binder the Tri County Teener as additional insured.*

Penalty: Game(s) shall be forfeited until documentation is provided. Games shall not be rescheduled.

Metal cleats:

All players must wear shoes. A shoe shall be made with either canvas or leather uppers or similar Metal or Hybrid cleats may be worn. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn.

Penalty: See NFHS Rule 1 section 5 Art 9

Bats:

Only NFHS, BBCOR -3 bats, wood bats, bamboo & BBCOR Composite rated bats are allowed in TCTL.

Proof of Age:

Each team shall provide proof of age if questioned throughout the Season. Any coaches' protest should be filtered through their League Representative, who will bring legitimate protest before the League. Any Roster controversies shall be directed to the attention of TCTL League President for league consideration. Please make sure the TCTL League President has an Emailed softcopy of your team roster, Excel please, on file, complete with Jersey Number, Name, age, & birth date two weeks prior to the first game. Player's age shall be determined as of May 1st.

Penalty: If a player's age is challenged & proof of age is not supplied prior to the next game, the League shall disqualify the team from any further play. Forfeiture of the game(s) shall be the consequence if the team in question is proven to be in violation.

Rosters:

- A team may consist of a maximum of 20 players
- All team rosters are fixed upon submission but may be increased up to a maximum of 20 players, throughout the season. Original & pickup players shall have played for at least half of team's regular season games to be eligible to participate during the playoffs & the championship games. **Exception:** Injured players may receive a medical exception requiring majority approval by the TCTL Board
- A team shall begin a game with at least 8 roster players present & capable of taking the field. Players must arrive at the field within 15 minutes of the originally scheduled start time
- If another team questions one of your players' eligibilities for the playoffs, the League will do a search of the appropriate score books
- To add/drop a player after the league roster submittal date, the organizational representative shall notify the TCTL President of the intent to add/drop a player to the roster. The roster shall be forwarded to the Teener League Board for evaluation of strength of roster & placement in the appropriate league division
- *All rosters must be submitted no later than 5/25/2024*
- *A player CAN NOT be rostered on two teams in the TCTL. They may play on a separate travel team along with their TCTL team but are not allowed on two TCTL teams*

Penalty: Forfeiture of the game(s) will be the consequence if the team in question is proven to be in violation; the team shall be disqualified for/from Post Season play.

Penalty: Any coach caught in violation of the roster rules will be suspended for the remaining part of the season & upon review of the TCTL board could face up to one year suspension.

Bylaw 2

Extra Hitter (EH): An EH shall be placed in the batting order & can be used at any time to play defense in one of the nine defensive positions see bylaw 4.

Designated Hitter (DH): A player placed into the batting order to hit for a defensive player.
The TCTL shall not use a DH.

Courtesy Runner: To maintain the speed of game, a courtesy runner may be used for the catcher. The courtesy runner shall be either 1.) a bench player or 2.) the player who made the last out.

Calendar Day: Starts at midnight & continues to the next midnight.

Players may cross over (play) from the B division to the A division up to 2 times per player per season.
This may only occur when a team has less than 10 players on the bench for that game.

14 U: Entry level of competition in the TCTL comprised of 12 - 14-year-olds.
The player crossing over must be registered in the Tri County Teener League, attempts to find subs must come from within your community first. He must be identified before the start of the game & the home team must note the player when submitting scores.
The player crossing may not pitch or catch during this crossover game & will bat in the bottom spot (s) of the batting order. League aged 12-year-olds are allowed to be called up to play when needed. They are not allowed to pitch or catch in this division.
Players may be called up during the playoffs & championship games but only after his/her team has been eliminated from the tournament. For playoffs – all subs MUST be reported to TCTL Board Member 24 hours before game for board approval.

16 U: Advanced level of competition in the TCTL comprised of 13 to 16-year-olds. Players are allowed to be called up from younger divisions in the event a team does not have enough players for a particular game. The player called up is not allowed to pitch or catch during this game & is to be placed in the bottom spot (s) of the batting order. Individual players may not be called up to the same team more than twice per season.
Players may be called up during the playoffs & championship games but only after his/her team has been eliminated from the tournament. For playoffs – all subs MUST be reported to TCTL Board Member 24 hours before game for board approval.

19 U: Senior level of competition in the TCTL comprised of 14 to 19-year-olds.
19U division will be a wood bat only league. The player called up is not allowed to pitch or catch during this game & is to be placed in the bottom spot (s) of the batting order. Individual players may not be called up to the same team more than twice per season.
Players may be called up during the playoffs & championship games but only after his/her team has been eliminated from the tournament. For playoffs – all subs MUST be reported to TCTL Board Member 24 hours before game for board approval.

For all divisions – Any call ups may not play the position of pitcher or catcher & must bat in the last spots in the batting order.

Tri County Teener League board will determine Teams players status in School Baseball Team.

Ejection: The removal of a player, parent, spectator, or coach from the game or game site due to a rule infraction under NFHS rules, TCTL bylaws, unacceptable conduct and/or poor sportsmanship as judged by the umpire or site coordinator.

Penalty: Player(s) or parent(s)/spectator(s)/coach(es) ejected from the game or game site shall serve in addition to the game ejected:

- a one (1) game suspension for the first offense,
- a three (3) game suspension for the second offense
- a permanent suspension for the third offense for the remainder of the season.

The suspensions shall be served in the following manner. Player(s) shall sit out the next scheduled game or the next scheduled game the player attends in uniform on the team's bench from the first pitch to the final pitch of the game. The player shall be identified during pre-game/ground rules to the opposing team & Umpire Crew.

Parent(s)/spectator(s)/coach (es) shall be banned from the game site.

Suspensions not served during the current year shall carry over to the following year.

The TCTL Board of Affiliated Members has the right to invoke a lifetime ban of player(s) or parent(s)/spectator(s)/coach(es) by a majority vote based upon the severity of the act upon the first offense or repeated offenses over multiple years.

Note 1: Player suspensions may be appealed to the TCTL President based upon an ejection due to a rule infraction. Unacceptable conduct & poor sportsmanship shall not be an appealed offense(s).

Ejection Appeal Process: The offended coach shall request a time out before the next pitch. He shall inform the plate umpire the game is continuing under the TCTL Ejection Appeal Process & be recorded in the home & visitor scorebook. The offended coach shall be responsible for collecting all pertinent information to support their claim. The appeal shall be filed immediately following the game. All appeals shall be filed through TCTL the member representative to the TCTL President.

The TCTL member representative shall insure all pertinent information has been collected & the ejection merits an appeal under the affiliated organization's operating bylaws/rules. The affiliated organization has the right to invoke the minimum TCTL penalty or member's operating bylaws/rules without appeal to the TCTL President but shall report the action taken to the TCTL President.

All rulings under TCTL Ejection Appeal Process shall be completed before the next scheduled game. Should the TCTL Ejection Appeal Process not be completed in the stated time frame (before the next scheduled game), the ejection penalty shall be invoked.

Note 2: Parent/spectator/coach ejections shall not be appealed.

Note 3: The suspensions represent the minimum penalty under TCTL bylaws; each affiliated organization may at their discretion invoke a harsher penalty based upon each member's operating bylaws/rules.

Bylaw 3

Game Time Lengths:

All games for all levels in the Tri-County Teener League will be 1 hour and 45 minutes long if there's another game proceeding that game. If no game immediately proceeds another game, then there will be a 2-hour time limit. Please note there is **NO HARD STOP** to any game in the Tri-County Teener League. You must finish the inning with the home team having their last at bats unless they are already winning, and the visiting team is unable to tie it up or pull ahead in the final inning.

Mandatory playing time and Game inning's:

19U: Each player must play at least **3** outs in the field & bat at least **once** in a 7-inning League game.

As long as the player is:

- healthy
- listed on that day's roster
- not being reprimanded by the manager or league
- not serving a suspension
- **Mercy Rule:** If the home team is ahead by 10 runs or more after 4 and ½ innings or the visitors after 5 complete innings the game will be terminated by the winning coach & umpire. *If both Managers agree the game is a non-contest, game can be called or Losing team can concede to a 11-0 forfeit*
- Players not achieving their minimum need to **begin** the next game, **fulfill** the prior games Minimum playing time **then fulfill the current games minimum**

16U: Each player must play at least **6** outs in the field & bat at least **once** in a 7-inning League game.

As long as the player is:

- healthy
- listed on that day's roster
- not being reprimanded by the manager or league
- not serving a suspension
- **Mercy Rule:** If the home team is ahead by 10 runs or more after 4 and ½ innings or the visitors after 5 complete innings the game will be terminated by the winning coach and umpire. *If both Managers agree the game is a non-contest, game can be called or Losing team can concede to a 11-0 forfeit*
- **Players not achieving their minimum need to begin the next game, fulfill the prior games Minimum playing time then fulfill the current games minimum**

14 U: Each player must play at least **6** outs in the field & bat at least **once** in a 7-inning League game.

As long as the player is:

- **(NEW 2024) There will be a 6 run maximum per inning limit, with no limit in the last inning**
- healthy
- listed on that day's roster
- not being reprimanded by the manager or league
- not serving a suspension
- **Mercy Rule:** If the home team is ahead by 10 runs or more after 4 and ½ innings or the visitors after 5 complete innings the game will be terminated by the winning coach and umpire. *If both Managers agree the game is a non-contest, game can be called or Losing team can concede to a 11-0 forfeit*
- **Players not achieving their minimum need to begin the next game, fulfill the prior games Minimum playing time then fulfill the current games minimum**

Penalty: Forfeiture of the game shall be the consequence if the team in question is proven to be in violation. The appropriate League shall replace a coach committing this same violation twice in a season, or the team will be disqualified.

Re-entry and injury substitution:

- A) A player in the starting line-up, who has been removed for a substitute, may re-enter the game once, back in their original batting position, provided:
- a) Their substitute has completed one time at bat and has played defensively for a minimum of **six (6)** consecutive outs.
 - b) Only a player in the starting line-up may re-enter the game.
- B) If the opposing team observes a violation of the re-entry rule, the game may continue under protest. A protest must be filed within twenty-four (24) hours of the end of the game to your League Representative. The League will then investigate and come to a decision before the next game.

Penalty: Forfeiture of the game will be the consequence if the team in question is proven to be in violation. The appropriate League will replace a coach committing this same violation twice in a season, or the team will be disqualified.

- C) In the case of an injury or ejection, with no legal substitution available, the opposing team's head coach will choose the player to reenter the game if more than 1 is available. When a team starts a game with only the minimum of nine (9) players (or more in the case of an EH), and a player is injured or becomes ill or is ejected, the team may continue to play with 8 (or more if an EH was used), but each of the missing player's subsequent turns at bat will be considered an automatic out.

Penalty: Team shall forfeit the game NFHS Rule 4 Section 4 Art 1F

Bylaw 4

Lineup: A team shall have a minimum of 8 players to start a game or it's a forfeit. A team shall have 5 minutes from scheduled start time to field a team.

Should players arrive after the start of a game, they may be used as substitutes. The team shall not add a player to the lineup card after any player has completed two (2) officials at bats. If the team begins a game with 8 players on the lineup card, the team shall not be penalized with an out in the ninth position. Should the team begin a game with 8 players on the lineup card and an injury or ejection occurs and no players have arrived to be used as a substitute, see NFHS Rule 4 Section 4 Art 1f **Penalty:** Team shall forfeit the game.

Extra Hitter (EH): Any number of EH's may be used but are not required. They must be starters and shall not be added after any player has completed two (2) officials at bats. The EH will be treated as a normal playing position and treated as a starter in substitution. The EH must play a mandatory 6 outs in the field. If EH's are used and a player leaves early for whatever reason, with no legitimate substitute, that player's batting position shall be an out each time it comes up in the batting order. There shall be no DH allowed.

Penalty: Team shall forfeit the game NFHS Rule 4 Section 4 Art 1F.

Penalty: DH use Coach shall be suspended for one game.

Team Responsibilities:

Each team will be allotted 5 minutes of infield practice, starting with the visiting team, 10 minutes prior to each game time if available. If it's game time or games are running late, the practice should be taken somewhere other than the playing field to keep the games on schedule.

The HOME team will fill out the TCTL game log after each game within 24 hours indicating Game Score, pitch counts, any information of player(s)/spectator(s) ejection, and whether and how long an EH was used, and file on the League Web site.

Rainouts and games called due to darkness (For all Leagues):

RAINOUTS: If the weather looks too inclement to play, check the weather channel for approaching storms and decide at least 2 hours before game time if possible. (Remember some teams must travel from other locations and may have to leave a couple hours or more before game time to get there in time for warm-ups). It may be a good idea to get an answering machine at your field with an updated status message; people can call in the event of inclement weather. Please use phone calls in all rainout situations, but make-up can be by email, copying all those involved. LEAGUE

FIELD REPRESENTATIVE: The home team coach or whoever is responsible for the field duties at the site of the game being cancelled, should call the home team coach and the umpires, 2 hours prior to game time if feasible. HOME

COACH: The home team coach is responsible for calling and speaking with the visiting coach (don't just leave a message on the home phone) in the case of a rainout, 2 hours before game time, if feasible. Please discuss at that time the best mutual make-up date and confirm the new date and time with the home field League Representative within 24 hours of the rained-out game time. If the two coaches are unable to agree on a mutual date, the League Representatives shall assign a make-up date. Please schedule all make-up arrangements through your League Representative, as soon as possible, and at the earliest date possible! (The umpires can be called up to 1 hour before game time at the very latest).

- **SHORTENED GAMES BECAUSE OF INCLEMENT WEATHER, DARKNESS OR CURFEW (Vestal's Arnold Park and Endicott's Sertoma Field):** Any games stopped after 5 innings (4 ½ if the home team is ahead), will be considered a complete game.
- Any game called with less than 4 ½ innings completed will be replayed in their entirety as will games that are called after a complete game if the score is tied & is suspended by the ump for whatever reason. Due to time constraints, these games may not be replayed if they are not made up before the playoffs and it is determined that the games will not have any significance in which playoff bracket the teams will be placed, so coaches should see to it that make ups are rescheduled to the next possible open date.
- Double-headers, back-to-back games, and volunteer umpires shall not be considered a hardship, so please keep your comments to yourself if scheduled in any circumstance. All test the strength and will of your team, but isn't that why we play the game?
- League Representatives shall copy the League and the coaches involved in the makeup, for any correspondence in reference to the makeup game so that they may be kept abreast of any developments.
- If there is no open date available at the home team's field, then another TCTL site will be chosen where the home team will remain home team.

Rescheduled games and makeup's: No games may be rescheduled after opening day unless they are either:

- a) Rained out; or
- b) There is a direct time conflict with an extracurricular school activity (concert, open house, etc.). Rescheduling will be accomplished within 48 hours after the rainout or conflicting activity. This will be the responsibility of the Coaches from the concerned teams.
- c) **Exception:** Upon TCTL Board Approval

Mercy Rule: If the home team is ahead by 10 runs or more after 4 and ½ innings or the visitors after 5 complete innings the game will be terminated by the winning coach and umpire. *If both Managers agree the game is a non-contest, game can be called or Losing team can concede to a 11-0 forfeit.*

Protests: The TCTL League Board of Directors shall settle all protests, except for age verification, before the next scheduled game. Protests are only allowed on the grounds of rules violations. Umpire judgment calls are not grounds for protests, so live with it! In the case of a protest, rules not covered herein shall be governed by the National Federation of State High School Associations rules. A copy of TCTL rules and the NFHS rulebook should be kept at each participating field location in the. TCTL NFHS Rule 4 Section 5.

Protest procedures: The offended coach shall request time out before the next pitch and inform the plate umpire the game is continuing under protest and shall record all information at the time of protest i.e., inning, players on base, outs, batter, the rule under protest and any other pertinent information to support claim with a \$50 cash fee. The protest shall be filed within 24 hours of the end of the game under protest with a TCTL Board of Directors. During the post season, protests shall be resolved before the game continues by the Tournament Director.

Penalty: All protests shall require a \$50 cash fee. Should your protest be upheld the \$50 cash fee shall be returned. Should the protest be denied the \$50 cash fee shall be deposited into the TCTL scholarship fund.

Bylaw 5

Catchers will be allowed to use either a one piece or two-piece catcher's mask for competition.

Bylaw 6

Pitching:

Pitchers league ages 12 through 19 must adhere to the following rest requirements:

- A 14B player may throw a maximum of **75 pitches** in a day. A 14A, 16A & B a maximum of **85 pitches**, and 19U player may throw a maximum of **95 pitches** in a day and adhere to the following rest restrictions:
- If a player pitches **61 or more pitches in a day, three (3) calendar days** of rest must be observed.
- If a player pitches **41-60 pitches in a day, two (2) calendar days** of rest must be observed.
- If a player pitches **21-40 pitches in a day, one (1) calendar day** of rest must be observed.
- If a player pitches **1-20 pitches in a day, no calendar day** of rest is required before pitching again.

If playing a double header and a player that has pitched 20 or less pitches in the 1st game is eligible to pitch in the 2nd game. That player cannot exceed 75, 85 or 95 pitches for that day.

EXCEPTION: If a pitcher reaches the maximum per game pitch limit while facing a batter he may continue to pitch until the batter completes his turn at bat.

NOTE: The home team shall be responsible for keeping track of pitch counts.

NOTE: When entering game scores on-line, coaches shall record the pitch counts of all players who pitched in the game.

Penalty: Upon first offense, the Coach/Manager shall be suspended for one game, and the pitcher shall receive 7 calendar days rest from pitching. In addition, upon review of the facts by the Board of Directors, the BOD may enforce forfeiture of the game in which the violation occurred.

Upon a second occurrence, the Coach/Manager and son(s) shall be suspended for the remainder of the season and the Coach/Manager shall be ejected from coaching in the TCTL league forever and the pitcher shall receive 7 calendar days rest from pitching. In addition, upon review of the facts by the Board of Directors, the BOD may enforce forfeiture of the game in which the violation occurred.

Bylaw 7

TOBACCO PRODUCTS

The use of smoking both standard tobacco & cannabis and all related products of cannabis, e-cigarettes and or chewing tobacco is prohibited during any game/practice or tournament that is sponsored by the Tri County Teener League.

We are a Recreational League and are here to promote youth sports and set an example to the players. There is a " Zero Tolerance " for all these products. Coaches seen smoking or chewing tobacco will be asked to leave the field of play. Parents are also not permitted to Smoke or chew on the grounds.

Bylaw 8

Slash Bunt

The 'slash bunt', the act of showing bunt then pulling back and swinging at the pitch, is forbidden in the Tri County Teener League. We have found this to be a dangerous act and a batter will be declared out in the event of an attempted 'slash bunt'.

Bylaw Post Season

Playoff format:

- Shall be a double elimination tournament with seeding determined from the regular season records and tiebreakers to follow
- If possible, higher seeded teams will be the home team and have home field advantage, up until the final play offs, which will be at a site TBD
- The higher seeded team will still have the home team advantage at TBD Field. We won't be able to get anything concrete about the bracket layout till we see how many teams we have by the end of the season
- If there are an unequal number of teams, in either of the 2 leagues, the League will decide which division will take the unequal number of playoff teams, depending on team records and what would best suit for more competitive play in the various divisions
- Due to the possibility of an irregular number of teams, and limited time allotted for playoffs, the League has the right to adjust the playoff format as needed to best suit the league as a whole
- ***Matrix for play offs will be placed on League's website with possible dates and team seeding. This will be solely for the purpose of planning and eliminating parental questions in regard to season's completion***
- **SHORTENED GAMES BECAUSE OF INCLEMENT WEATHER, DARKNESS OR CURFEW (Vestal's Arnold Park and Endicott's Sertoma Field):** Any games stopped after 5 innings (4 ½ if the home team is ahead), will be considered a complete game

Tie Breakers: Tiebreakers have been decided as follows:

- Best Record (using percentage of amount of wins/number of games played)
- Head-to-head wins vs. the tied teams only
- Runs allowed against the remaining tied teams
- Runs scored against the remaining tied teams

- Pick a number out of a hat, labeled with the number of tied teams remaining (1, 2, 3, etc.). The lowest number gets the highest seed available, and so on. (#1 would be considered the highest seed, if that seed is available)

Bylaw Board of Directors

Rule Changes: Rule changes may be addressed during or after a season as the League may see fit.

Bylaws: Shall be enforced by the board of directors through protest procedures; do not expect the umpires to enforce league bylaws.

League conflict of interests: If a League member is also a coach, they will excuse themselves from voting on issues affecting their team(s).

Penalties: The penalties listed are the minimum acceptable admonishments; however, the individual leagues may at their discretion leave a harsher penalty.

Voting on By Laws & Rule Changes: *The Board of Directors will consist of one representative from each local organization. The representative (along with a back-up) shall be named at the beginning of the season. Each organization is allowed one vote per instance from their respective representative. In the event the representative cannot hold a meeting, it is their responsibility to send their named back-up. Only those in attendance will be counted in the voting process. In the event of an emergency vote, before a meeting has occurred, the president shall send an e-mail to all organizational representatives listing the matter at hand & asking them for their vote on the matter. After receiving the votes, it will be the president's responsibility to send out a notification to all organizational representatives on the outcome of the vote.*

Each Community Team will pay a onetime fee for becoming a member of the Above Mentioned Teener Organization of (\$50.00 dollars, payable at time of registration)

Each Community team shall pay an annual fee to play in the Above Mentioned Teener Organization of (\$100.00 dollars, payable before start of each season. A Community with 7 or more teams will not exceed a total of \$500.00 dollars for their annual dues).

Bylaw Ground Rules:

All players must remain in the dugouts (if provided), except for the one on-deck batter, player base coaches, players warming up on the side, & players retrieving foul balls. (Each team is responsible for a player to retrieve foul balls from their own side). Please keep all equipment out of the field of play as well. (If dugouts aren't provided, please gather wherever the League has designated as the team's bench area).

All warm-ups prior to infield practice must be conducted in the outfield or in one of the outlying practice fields. No balls may be deliberately hit into the fencing.

Thanks for your adherence to these rules, & let good sportsmanship be your guide.

NOTES: